

**In the Claims:**

Please amend the claims as indicated below:

1. (Currently amended) A system, comprising:

a processor; and

a memory comprising program instructions, wherein the program instructions are executable by the processor to implement an error trace mechanism for a multithreaded program configured to:

~~call an API function of a library in each thread of the multithreaded~~  
program, for each error generated by one or more functions  
executed in the thread, store an error trace element in a memory  
storage area specific to the thread in accordance with an  
application programming interface (API) to the error trace  
mechanism; and

~~obtain an error trace for the API function each thread of the multithreaded~~  
program in accordance with the API to the error trace mechanism;

wherein ~~the each~~ error trace includes one or more error trace elements specific to  
the corresponding thread, wherein each error trace element includes  
information describing a particular error generated during execution of the  
~~API function corresponding thread.~~

2-3. (Canceled)

4. (Currently amended) The system as recited in claim 1, ~~wherein the error trace~~  
~~is a program structure defined in the library, and~~ wherein the error trace further includes a

field indicating a count of the error trace elements in the error trace.

5. (Original) The system as recited in claim 1, wherein each error trace element indicates one or more of a location where the particular error of the error trace element occurred, an error type of the particular error, and what the particular error is.

6. (Original) The system as recited in claim 5, wherein the location of the particular error includes one or more of a function name, a source file name, and a line number where the particular error occurred.

7. (Currently amended) The system as recited in claim 1, wherein the program is further configured to determine from ~~the~~each error trace element one or more of a location where the particular error of the error trace element occurred, an error type of the particular error, and what the particular error is.

8. (Currently amended) The system as recited in claim 1, wherein the ~~library~~error trace mechanism is a C/C++ interface library.

9. (Currently amended) A system, comprising:

a processor; and

a memory comprising program instructions, wherein the program instructions are executable by the processor to implement a library and a multithreaded program configured to call ~~a~~ library function[s] of the library in accordance with an application programming interface (API) to the library;

wherein the library ~~function~~ is configured to, for each thread of the multithreaded program, if the library function generates one or more errors, add an error trace element for each error generated on the thread by the library

functions to an error trace in a memory storage area specific to the thread  
~~for each error~~, wherein each error trace element includes information  
describing a particular error generated during execution of the ~~library~~  
~~function~~ corresponding thread; and

wherein, after completion of ~~the~~ a called library function, the multithreaded  
program is ~~further~~ configured to obtain ~~the~~ an error trace for a thread  
corresponding to the call of the library function in accordance with the  
API to the library.[[.]]

10. (Currently amended) The system as recited in claim 9, wherein the called  
library function is configured to call ~~a plurality of one or more other~~ library functions in a  
function call stack, wherein each of the ~~plurality of one or more other~~ library functions is  
configured to, if the library function generates an error, add an error trace element to ~~the~~  
an error trace in a memory storage area specific to a thread corresponding to the function  
call stack.

11. (Currently amended) The system as recited in claim 9, wherein the  
multithreaded program is further configured to determine from the error trace element  
one or more of a location where each error occurred, an error type of each error, and what  
each error is.

12. (Original) The system as recited in claim 9, wherein the library is a C/C++  
interface library.

13-30. (Canceled)

31. (Currently amended) A system, comprising:

a processor; and

a memory comprising program instructions, wherein the program instructions are executable by the processor to implement a library comprising one or more library functions and an application programming interface (API) to the library, wherein the API includes:

one or more function definitions configured for access of the one or more library functions by a multithreaded program; and

a function definition for a get error trace function configured for access by the multithreaded program to get error traces generated by the one or more library functions in two or more threads of the multithreaded program, wherein each error trace is stored in a memory storage area specific to the thread;

wherein each error trace includes one or more error trace elements specific to the corresponding thread, wherein each error trace element includes information describing a particular error generated during execution of the ~~associated library function~~ corresponding thread.

32. (Currently amended) The system as recited in claim 31, wherein one of the library functions is configured to call a plurality of other library functions in a function call stack, wherein each of the plurality of library functions is configured to, if the library function generates an error, add an error trace element to the error trace in a memory storage area specific to a thread corresponding to the function call stack.

33. (Original) The system as recited in claim 32, wherein the location of the particular error includes one or more of a function name, a source file name, and a line number where the particular error occurred.

34. (Currently amended) The system as recited in claim 31, wherein the multithreaded program is ~~further~~ configured to determine from ~~the each~~ error trace

element one or more of a location where the particular error of the error trace element occurred, an error type of the particular error, and what the particular error is.

35. (Original) The system as recited in claim 31, wherein the library is a C/C++ interface library.

36. (Currently amended) A system, comprising:

means for a plurality of functions in ~~a~~each of two or more function call stacks in a multithreaded program to generate information describing one or more errors generated by the plurality of ~~library~~ functions;

means to store the generated information in memory storage areas specific to threads corresponding to the function call stacks;

means to obtain the generated information; and

means to determine from the obtained information one or more of a location where each error occurred, an error type of each error, and what the each error is.

37. (Currently amended) The system as recited in claim 36, wherein the plurality of functions are functions of a library, further comprising means to call the plurality of functions ~~in the function call stack~~ from ~~a~~the multithreaded program.

38. (Original) The system as recited in claim 37, wherein the library is a C/C++ interface library.

39. (Currently amended) A method, comprising:

~~a program~~ calling ~~a~~one or more functions in each of two or more threads of a

multithreaded program;

in each thread of the multithreaded program, for each error generated by the one or more functions called in the thread, storing an error trace element in a memory storage area specific to the thread in accordance with an application programming interface (API) to an error trace mechanism;

~~the program determining if the function generated an error; and~~

~~if the function generated an error, the program obtaining an error trace for the function~~  
each thread of the multithreaded program in accordance with the API to the error trace mechanism;

~~wherein the each~~ error trace includes one or more error trace elements specific to the corresponding thread, wherein each error trace element includes information describing a particular error generated during execution of the ~~function~~ corresponding thread.

40-41. (Canceled)

42. (Original) The method as recited in claim 39, wherein each error trace element indicates one or more of a location where the particular error of the error trace element occurred, an error type of the particular error, and what the particular error is.

43. (Original) The method as recited in claim 42, wherein the location of the particular error includes one or more of a function name, a source file name, and a line number where the particular error occurred.

44. (Currently amended) The method as recited in claim 39, further comprising determining from ~~the each~~ error trace element one or more of a location where the particular error of the error trace element occurred, an error type of the particular error,

and what the particular error is.

45. (Canceled)

46. (Currently amended) The method as recited in claim 4539, wherein the library error trace mechanism is a C/C++ interface library.

47. (Currently amended) A method, comprising:

a multithreaded program calling [[a]] library functions of a library ~~via an API in~~  
accordance with an application programming interface (API) to the  
library;

for each thread of the multithreaded program, if the library function generates one  
~~or more errors,~~ adding an error trace element for each error generated on  
the thread by the library functions to an error trace in a memory storage  
area specific to the thread ~~for each error;~~

after completion of ~~the~~ a called library function, the multithreaded program  
obtaining ~~the~~ an error trace for a thread corresponding to the call of the  
library function in accordance with the API to the library;

wherein each error trace element includes information describing a particular  
error generated during execution of the ~~library function~~ corresponding  
thread.

48. (Currently amended) The method as recited in claim 47, further comprising:

the called library function calling ~~a plurality of~~ one or more other library  
functions in a function call stack; and

for each of the ~~a plurality of~~ the one or more other library functions, if the library function generates an error, adding an error trace element to the error trace in a memory storage area specific to a thread corresponding to the function call stack.

49. (Original) The method as recited in claim 47, further comprising determining from the error trace element one or more of a location where each error occurred, an error type of each error, and what each error is.

50. (Original) The method as recited in claim 47, wherein the library is a C/C++ interface library.

51. (Currently amended) A computer-accessible storage medium, comprising program instructions, wherein the program instructions are computer-executable configured to implement:

~~a program~~ calling a one or more functions in each of two or more threads of a multithreaded program;

in each thread of the multithreaded program, for each error generated by the one or more functions called in the thread, storing an error trace element in a memory storage area specific to the thread in accordance with an application programming interface (API) to an error trace mechanism;

~~the program determining if the function generated an error;~~ and

~~if the function generated an error,~~ the program obtaining an error trace for ~~the function~~ each thread of the multithreaded program in accordance with the API to the error trace mechanism;

wherein ~~the~~ each error trace includes one or more error trace elements specific to



the corresponding thread, wherein each error trace element includes information describing a particular error generated during execution of the ~~function~~ corresponding thread.

52-53. (Canceled)

54. (Currently amended) The computer-accessible storage medium as recited in claim 51, wherein each error trace element indicates one or more of a location where the particular error of the error trace element occurred, an error type of the particular error, and what the particular error is.

55. (Currently amended) The computer-accessible storage medium as recited in claim 54, wherein the location of the particular error includes one or more of a function name, a source file name, and a line number where the particular error occurred.

56. (Currently amended) The computer-accessible storage medium as recited in claim 51, wherein the program instructions are further computer-executable ~~configured~~ to implement determining from ~~the~~ each error trace element one or more of a location where the particular error of the error trace element occurred, an error type of the particular error, and what the particular error is.

57. (Canceled)

58. (Currently amended) The computer-accessible storage medium as recited in claim ~~57~~ 51, wherein the ~~library~~ error trace mechanism is a C/C++ interface library.

59. (Currently amended) A computer-accessible storage medium, comprising program instructions, wherein the program instructions are computer-executable ~~configured~~ to implement:

a multithreaded program calling ~~a~~ library functions of a library ~~via an API in~~

accordance with an application programming interface (API) to the library;

for each thread of the multithreaded program, if the library function generates one or more errors, adding an error trace element for each error generated on the thread by the library functions to an error trace in a memory storage area specific to the thread-for each error;

after completion of ~~the~~ a called library function, the multithreaded program obtaining ~~the~~ an error trace for a thread corresponding to the call of the library function in accordance with the API to the library;

wherein each error trace element includes information describing a particular error generated during execution of the ~~library function~~ corresponding thread.

60. (Currently amended) The computer-accessible storage medium as recited in claim 59, wherein the program instructions are further computer-executable ~~configured~~ to implement:

the called library function calling ~~a plurality of~~ one or more other library functions in a function call stack; and

for each of the ~~a plurality of~~ the one or more other library functions, if the library function generates an error, adding an error trace element to the error trace in a memory storage area specific to a thread corresponding to the function call stack.

61. (Currently amended) The computer-accessible storage medium as recited in claim 59, wherein the program instructions are further computer-executable ~~configured~~ to implement determining from the error trace element one or more of a location where each

error occurred, an error type of each error, and what each error is.

62. (Currently amended) The computer-accessible storage medium as recited in claim 59, wherein the library is a C/C++ interface library.